User Interface - Bug #2771

Bug # 2677 (New): fix drawing and functional differences between P2J GUI and 4GL GUI

the upper part of the image button border is cleared

10/20/2015 04:56 PM - Sergey Ivanovskiy

Status:	Closed		**Start date:**	
Priority:	Normal		**Due date:**	
Assignee:	Sergey Ivanovskiy		**% Done:**	100%
Category:			**Estimated time:**	0.00 hour
Target version:	GUI Support for a Complex ADM2 App			
billable:	No		**case_num:**	
vendor_id:	GCD		**version:**	
Description				

History

#1 - 10/20/2015 04:58 PM - Sergey Ivanovskiy

If we run gui_btn_test5.p and then click on "Enable on/off" button or press and hold "Quit" button, then the upper part of the image button border is erased according to the clipping region initiated by the currently pressed button.

#2 - 10/21/2015 08:24 AM - Sergey Ivanovskiy

On the current version 11005 the bug isn't reproduced, but I can't identify changes related to this issue that may fix it (clipping region or repaint logic).

#3 - 10/21/2015 09:07 AM - Sergey Ivanovskiy

Rev 11004 fixes this bug.

#4 - 10/21/2015 09:08 AM - Greg Shah

- *Start date deleted (10/20/2015)*

- *Status changed from New to Closed*

- *Target version set to Milestone 12*

#5 - 11/10/2015 05:09 AM - Greg Shah

- *% Done changed from 0 to 100*

#6 - 11/16/2016 12:12 PM - Greg Shah

- *Target version changed from Milestone 12 to GUI Support for a Complex ADM2 App*